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Nintendo
ENTERTAINMENT
SYSTEM®

GAME PAK INSTRUCTIONS

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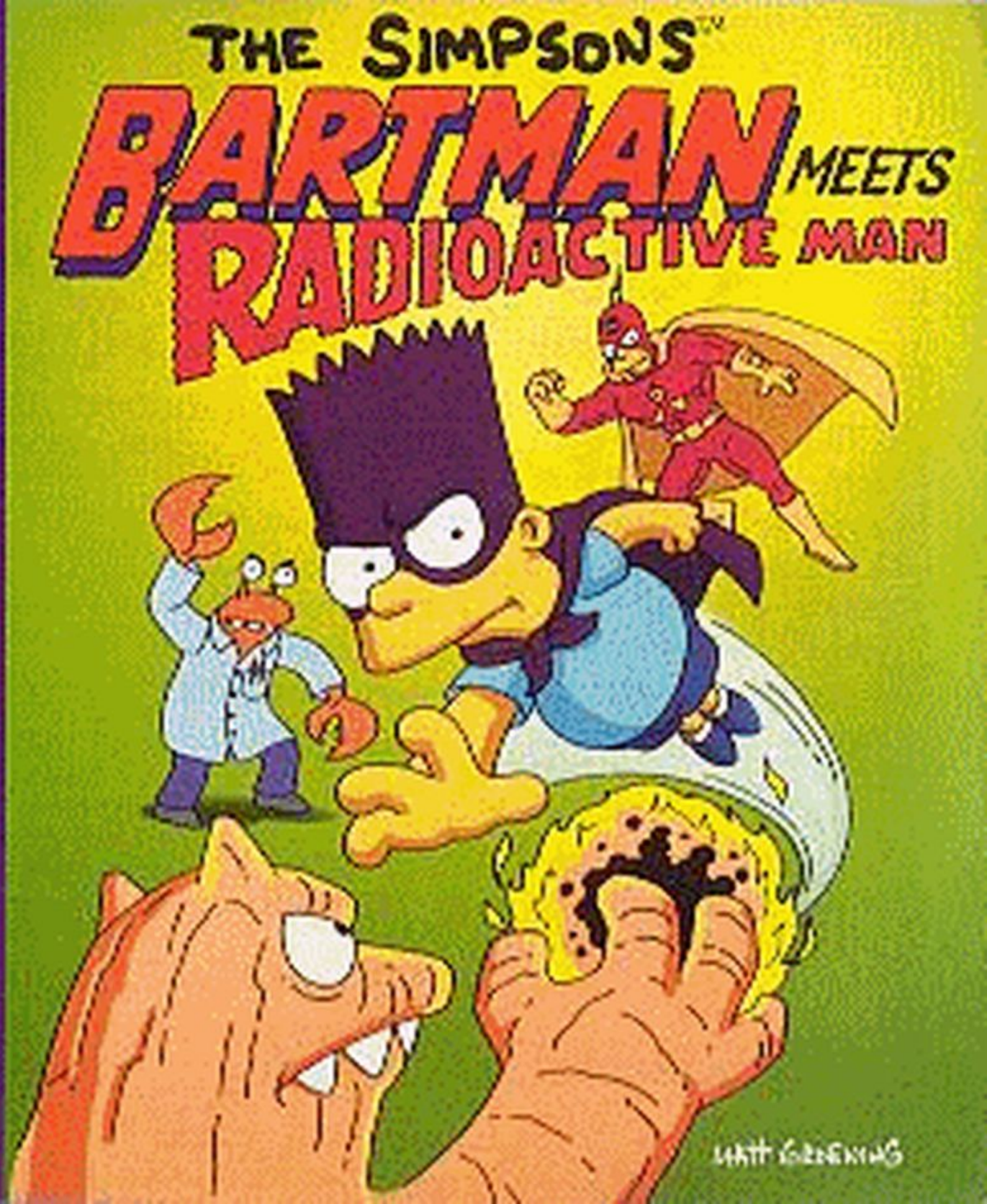
THE SIMPSONS™ BARTMAN MEETS RADIOACTIVE MAN



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PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, or take it apart.

2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.

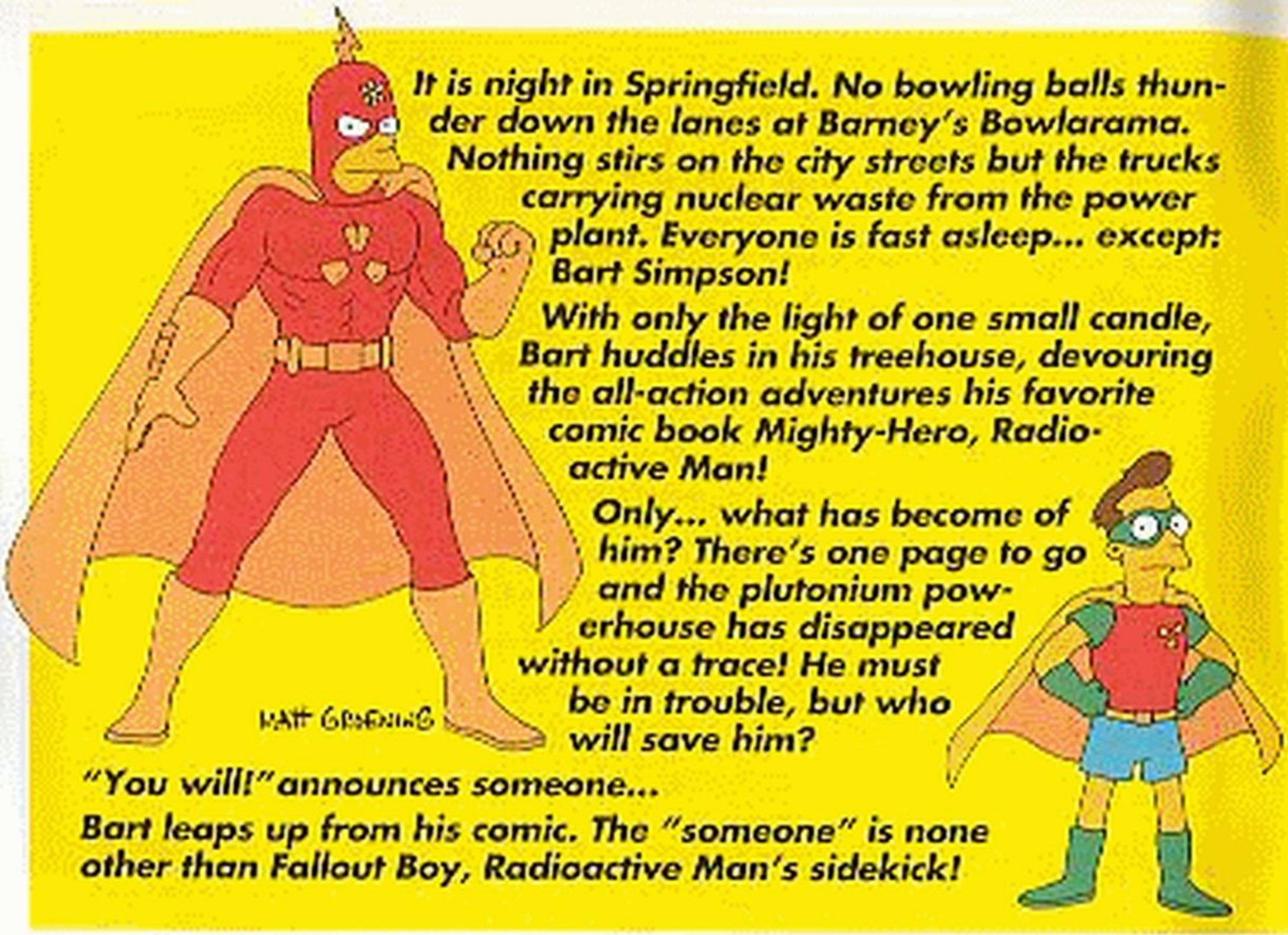
3. Do not clean with benzine, paint thinner, alcohol or other such solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System, ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Acclaim Entertainment, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.


It is night in Springfield. No bowling balls thunder down the lanes at Barney's Bowlarama. Nothing stirs on the city streets but the trucks carrying nuclear waste from the power plant. Everyone is fast asleep... except: Bart Simpson!
With only the light of one small candle, Bart huddles in his treehouse, devouring the all-action adventures his favorite comic book Mighty-Hero, Radioactive Man!
Only... what has become of him? There's one page to go and the plutonium powerhouse has disappeared without a trace! He must be in trouble, but who will save him?
"You will!" announces someone...
Bart leaps up from his comic. The "someone" is none other than Fallout Boy, Radioactive Man's sidekick!

Without wasting a moment, the masked teen explains Radioactive Man's grim fate. Led by the mysterious "Brain-O The Magnificent," a group has imprisoned Radioactive Man in the dreaded Limbo Zone, the inter-dimensional nether-region that revolves around a black hole from which no one has ever returned alive!

To make matters worse, Brain-O's kidnapping companions—Swamp Hag, Dr. Crab, and Lava Man—have each stolen one of Radioactive Man's Mighty-Powers, rendering any chance of his escape impossible.

Is it the end of Radioactive Man? Will the world ever be safe again? All is lost unless...

Say no more! This looks like a job for... BARTMAN!

GETTING READY... FOR THE AMAZING BARTMAN

LOADING

1. Make sure the power switch is OFF.

2. Insert the BARTMAN MEETS RADIOACTIVE MAN game pak as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.

3. Turn the power switch ON.

You will then see the license screens and Bart's treehouse. To scroll through the story, press the A BUTTON. To skip through it, press the B BUTTON. To jump to Chapter One, press the START BUTTON.

NOTE: BARTMAN MEETS RADIOACTIVE MAN is a one player game only.

BARTMAN ON THE SCREEN

Gameplay information appears as follows:

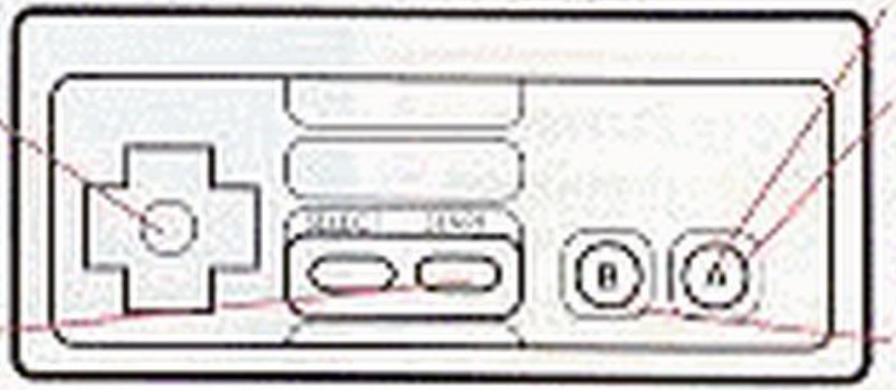
NOTE: The number of Mighty Powers (Laser Bolts or Cold Breaths) remaining only appears once you have obtained the appropriate pick-up. (See MIGHTY-POWER PICK-UPS on page 9.)

TO DISPLAY YOUR SCORE AND LIVES REMAINING, pause the game by pressing the START BUTTON.

NOTE: You begin the game with 4 lives.

BARTMAN CONTROLS... REAL MIGHTY-HERO ACTION!

The control points for Bartman are as follows:

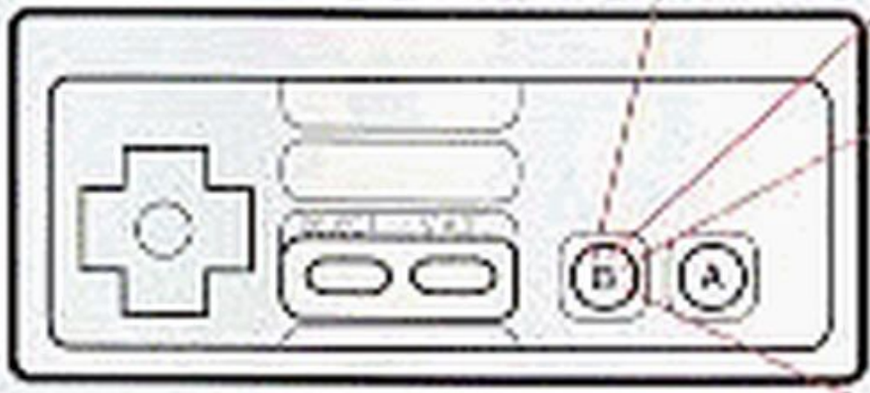


NOTE:

- Swimming is available when appropriate.
- To fly or execute Mighty-Powers, you must first have the appropriate pick-ups. (See Mighty-Power Pick-Ups on page 9.)
- Pressing the B BUTTON automatically executes a Mighty-Hero Maneuver, or, when you have either a Laser Bolt or Cold Breath Pick-Up, a Mighty-Power. For more about Mighty-Hero Maneuvers and Mighty-Powers, see the appropriate Mighty-Hero Maneuvers and Mighty-Powers sections on pages 8 and 11 respectively.

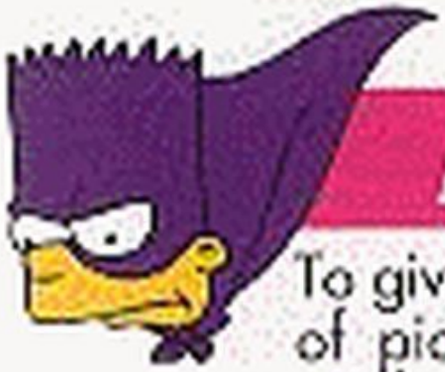
MIGHTY-HERO MANEUVERS

Bartman's Mighty-Hero Maneuvers are the Mighty-Punch, the Super-Kick, and the Spin Kick. They will swiftly waste most enemies.


PRESS THREE TIMES TO EXECUTE A SPIN-KICK
THROW A MIGHTY-PUNCH
PRESS TWICE TO EXECUTE A SUPER-KICK
LAUNCH A DOUBLE FISTED-MIGHTY-BLOW (WHEN FLYING)
B
A

NOTE: If you get a Mighty-Power Pick-Up or the Tornado Power Pick-Up, for as long as the Pick-Up lasts, Mighty-Hero Maneuvers are replaced by the awesome fury of the appropriate Mighty-Power! (See MIGHTY-POWERS on page 11.)

Some maneuvers are more effective against certain opponents than others. The only way to find out which, is to try everything!



MIGHTY-HERO PICK-UPS

To give Bartman full benefit of his status as Mighty-Hero, three types of pick-ups are available throughout the game: Bonuses, Super Mighty-Powers, and Mighty-Powers. They appear as follows:

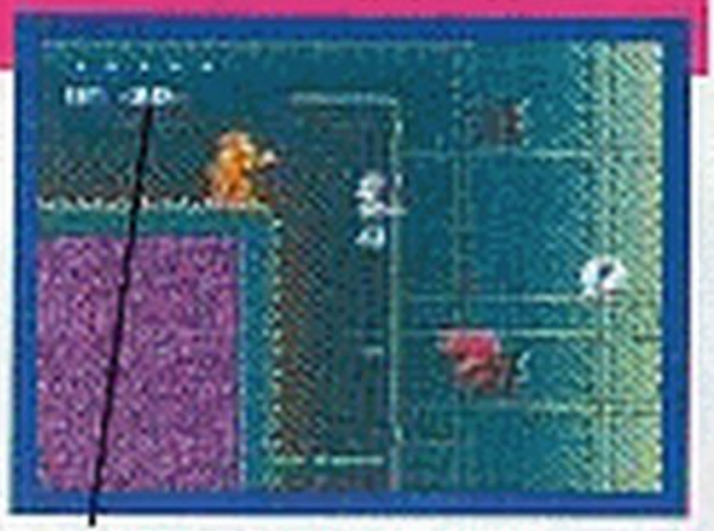
TYPE	PICK-UP	ICON	POINTS	FUNCTION
BONUS	RADIATION SYMBOL		200	Increases energy level by one.
	EXCLAMATION POINT		200	Every 20 exclamation points collected give you one extra life.
	RADIOACTIVE MAN #1		500	Gives you an extra life.
SUPER MIGHTY-POWER	TORNADO		300	Instantly makes you invincible and turns you into a tornado, spin kicking through everything in your path.
	BARTMAN FLYING ICON		300	Gives you the power of flight. NOTE: Once you touch this icon, TO FLY, press the A BUTTON.
MIGHTY-POWER	LASER BOLT		300	Gives you 20 Laser Bolts.
	ICE CRYSTAL		300	Gives you 5 Cold Breaths. NOTE: Once you touch the appropriate icon, TO FIRE A LASER BOLT or BELCH A COLD BREATH, press the B BUTTON.

TO OBTAIN ANY PICK-UP, touch it.

NOTE:

- You can only have ONE type of Mighty-Power at a time. Mighty-Powers of one type are immediately replaced by Mighty-Powers of the other type if you touch the appropriate icon. (If you have the power to fly or are invincible, you can still use another Mighty-Power.)
- Touching an icon of the same type of Mighty-Power you already have, adds either Laser Bolts or Cold Breaths to your total as appropriate.
- For more information about Mighty-Powers, see the MIGHTY-POWERS section on page 11.

MIGHTY-POWERS



LASER BOLTS REMAINING

No Mighty-Hero is complete without his Mighty-Powers! Find the Laser Bolt and Ice Crystal Mighty-Power Pick-Ups and Bartman will be up there with the best of them!

Laser Bolts instantly fry most enemies. Cold Breaths not only blow over enemies, they also freeze certain substances, like swamp fungi, turning them into platforms.

COLD BREATHS REMAINING

After touching a Mighty-Power Pick-Up, the number of Laser Bolts or Cold Breaths remaining is displayed in the top left of the screen as follows:

BARTMAN TO THE RESCUE!

BARTMAN MIGHTY-HERO

With Radioactive Man trapped in the Limbo Zone, Bartman's only chance is to go through each chapter of the comic and defeat the Mighty-Villains Swamp Hag, Dr. Crab, and Lava Man. However, to reach them demands Bartman first find the Bartman Mighty-Hero warp emblems.

These will warp him to the next level of his quest and bring him face to face with each of the criminals!

NOTE: Once you find the Bartman Mighty-Hero emblem, to reach the next level, touch it.

The way of a Mighty-Hero is fraught with danger! Every hit costs energy. Cruel cronies, oozing gook, super-sized crabs, and more threaten to end a life at any instant, but without you, Radioactive Man is history! Go to it, Bartman!

When you see the chapter titles, to begin, press the A, B, or START BUTTONS.

CHAPTER ONE
SWAMP HAG'S JUNKYARD OF DOOM!

LEVEL 1: THE JUNKYARD

The Junkyard is full of pick-ups... and you'll need 'em! The air is thick with Big Bite Bugs. Humongous stacks of tires block your path. The giant cranes try to snap you in two, and the sunken trash compactors pack a wallop. They can easily crush Bartman.

LEVEL 2: THE SUBTERRANEAN PIPE

Stretching ever further underground from the Junkyard is the Subterranean Super Tube. The only way down is to hitch a ride on top of the welding droids! Swamp Hag's henchmen guard every corner. Toxic drips drop from the ceiling pipes! But, you're no average Mighty-Hero; you're Bartman!

LEVEL 3: THE SWAMP

Automatically armed with the power of flight, Bartman can zoom through this prehistoric bog at top speed. But, watch out for the Swamp Bats! They drop floating mini-mines that explode on contact, while Fire Firing Fire-Flies roast you with their flaming darts.

MATT GROENING

LEVEL 4: SWAMP HAG'S HIDEAWAY

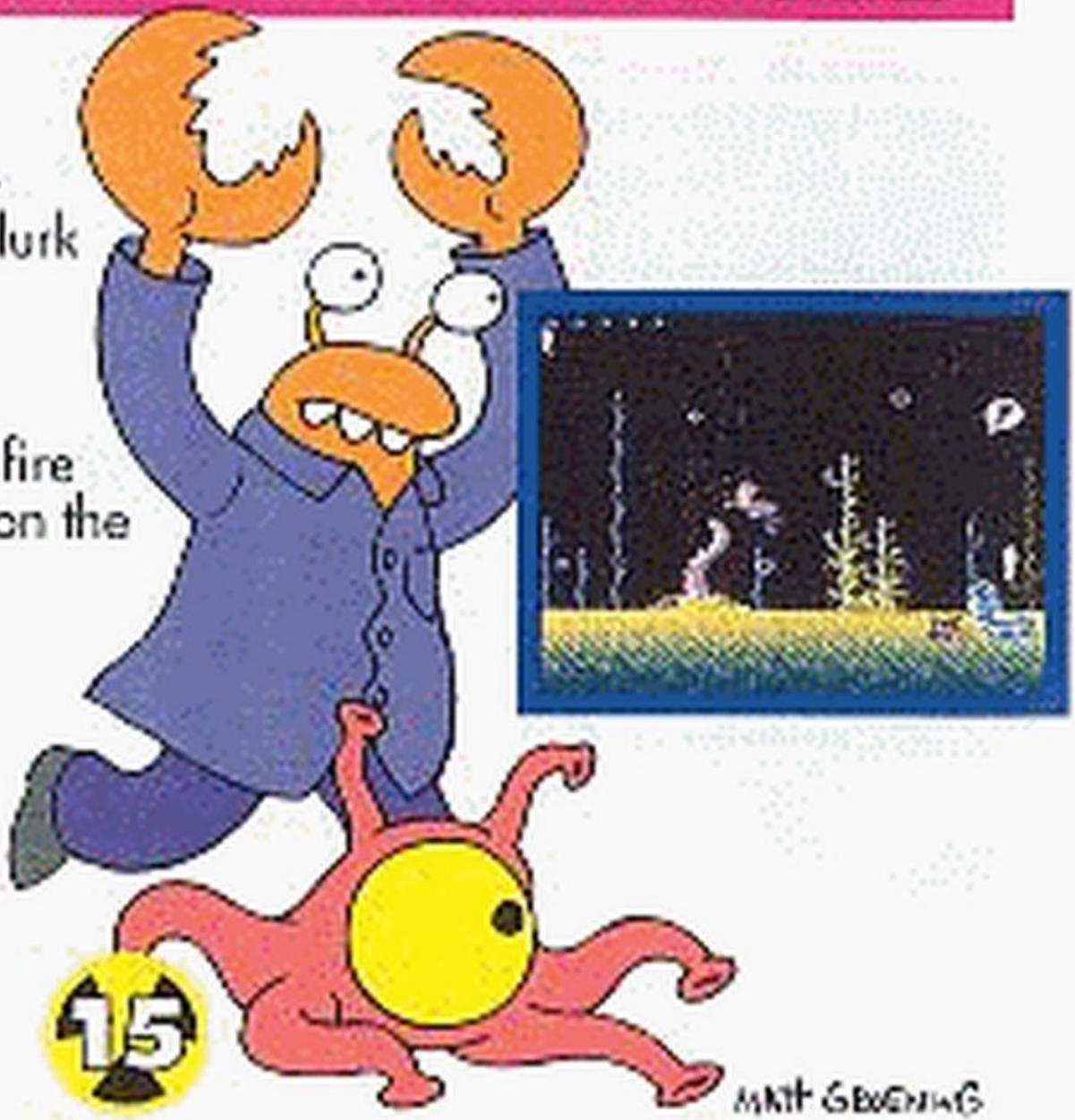
From high in the trees, the Swamp Hag will bombard the Bartman with lethal balls of swamp fungi! Use your Cold Breaths to freeze the balls into a staircase of platforms. Once high enough, take on the Swamp Hag herself!

CHAPTER TWO
THE WATER-LOGGED LAIR OF DR. CRAB

LEVEL 1: THE SEA BED

One place guaranteed to give Bartman no rest is the sea bed! Octopi lurk in the deep volcanic fissures, only spreading their tentacles when unsuspecting Mighty-Heroes swim past. Dr. Crabs flotilla of mini-subs fire salvos of torpedoes. Massive vents on the forty story walls of Dr. Crab's lair release riptide-like currents!

NOTE: To reap the sunken pick-up treasures of the deep, find the hole in the wall, move toward it, and you'll enter the secret room.



LEVEL 2: THE CRAB WALK

Deep, deep beneath the sea, lies the corridor that leads to the Doc's command center. Getting through it demands avoiding the Mighty-Hero eating crabs, fleets of jelly fish, stinging stingrays, and many others!

LEVEL 3: THE INNER WALL

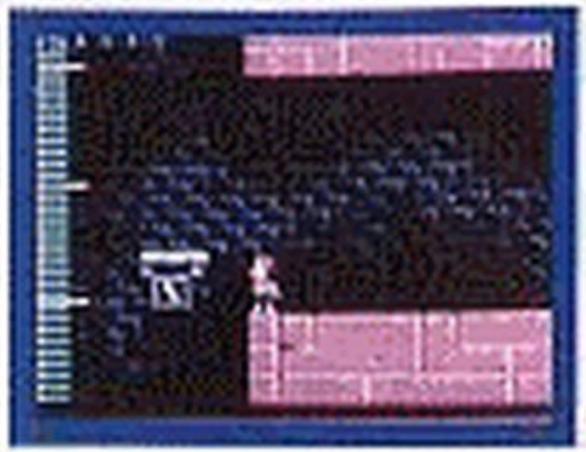
Inside the walls of the lair, the only light is a search beam looking for overly adventurous Mighty-Heroes. Don't get caught in the center cross hair. However, move fast and you can use the light to check out a clear route to the Bartman emblem and plenty of pick-ups.

LEVEL 4: MORE CRAB WALK

Continue the trek through this aquatic jungle — this time battling squid missiles and more!

LEVEL 5: THE BOILER ROOM

Escaping this mechanical maze requires navigating miniature platforms, monster-sized waterfalls, and one really mean creature. The towers of conveyor belts will help get you around, but while enjoying the ride, watch out for the ON/OFF platforms that control the steam vents.



LEVEL 6: DR. CRAB'S LAIR

Inside the lair, Bartman must rely on his incredible strength to defeat Dr. Crab. Hit him right on his head and keep at him no matter where he goes!
But, keep a Mighty eye out for the villain's evil assistant. He may be small but his bite is lethal.

CHAPTER THREE
20,000 MILES UNDER THE EARTH!

LEVEL 1: THE SUNKEN VOLCANO

Inside the volcano are huge caverns and lava rivers. But, our Mighty-Hero need not be alarmed... as long as he avoids the green dragons, lava squid, and red hot roof walkers. Find your way out via the bottomless fissures, bust-up bridges, and perilous platforms!

LEVEL 2: THE UNDERGROUND CITY

The Underground City is a giant labyrinth in which the buildings are made out of massive stalactites and stalagmites. Get around by jumping and walking, and by using the secret passageways that link the doorways. Lava Man's gargoyles and pterodactyls will try to end your adventure at every step.

NOTE: To enter a doorway, move in front of it and press the UP CONTROL PAD ARROW.

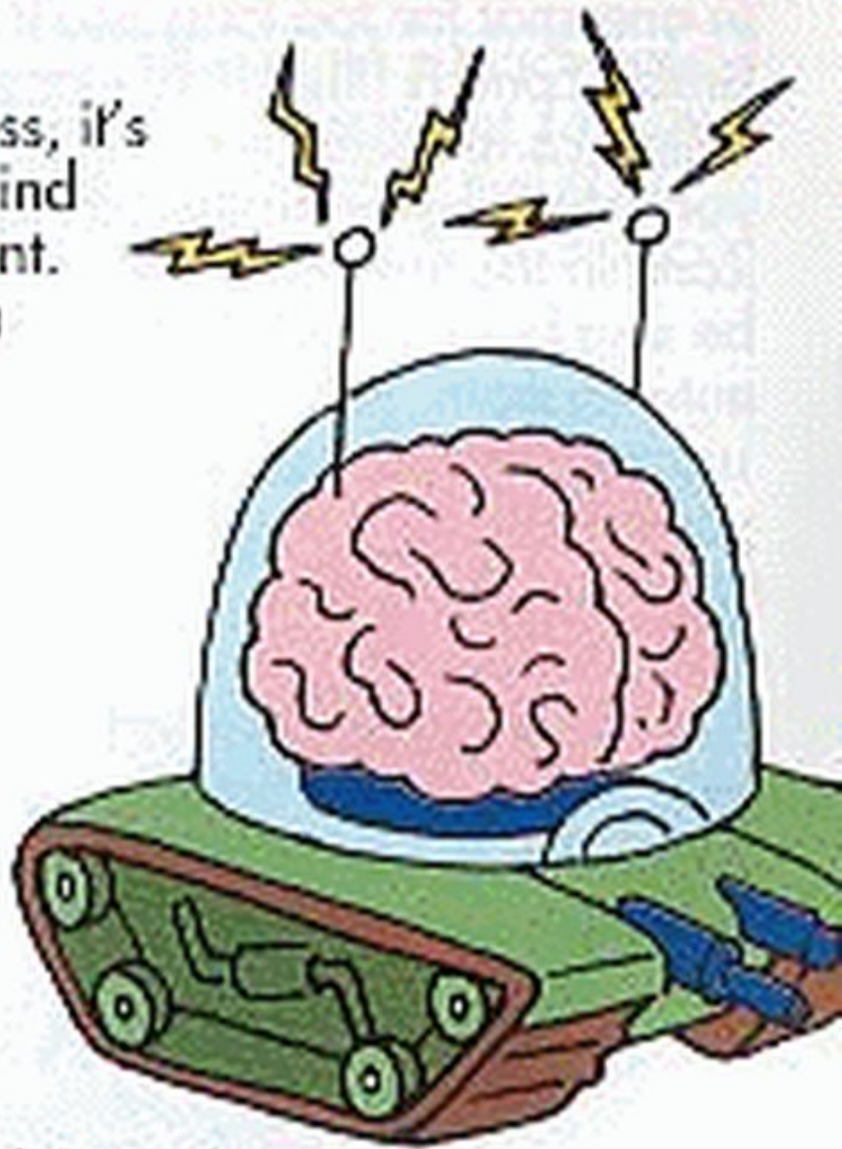
WARNING: Jumping between buildings can be hazardous to your Mighty-Hero Health!

LEVEL 3: LAVA MAN'S LAVA PIT

Lava Man is taking a bath in his lava pit. Cool him down by using your Cold Breaths to freeze the water dropping from the ceiling into icicles. Every icicle that hits reduces his temperature.

CHAPTER FOUR
BRAIN-O THE MAGNIFICENT!

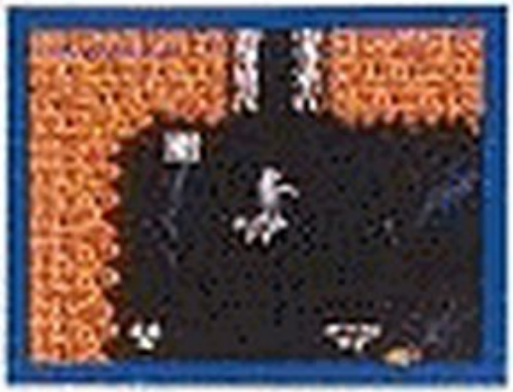
With the last of the cronies defeated and Radioactive Man restored to his former greatness, it's time for you team up to take down the mastermind behind the whole plot... Brain-O The Magnificent. Encased inside a reinforced glass dome, atop a canon firing battle tank, Brain-O appears invincible. But, if the Mighty-Heroes work together, blasting the cranium on every side will end the evilness.



MATT GROENING

THE LIMBO ZONE

LIMBO ZONE



To enter the mysterious Limbo Zone, you must find the Limbo Zone Warp icon — hidden once in each level. Once in, you must survive until time runs out. Move quickly — if you stay in one spot for too long you'll be shaken off quickly. The Limbo Zone is filled with extra lives and other power-ups, collect as many as you can before the clock stops ticking. If you don't remain in the Limbo Zone in the time given, you will be sent back to the level you entered from, however, if you successfully stay in the Zone you'll automatically warp to the next level.

NOTE: Everytime you jump on a planet, it changes direction.

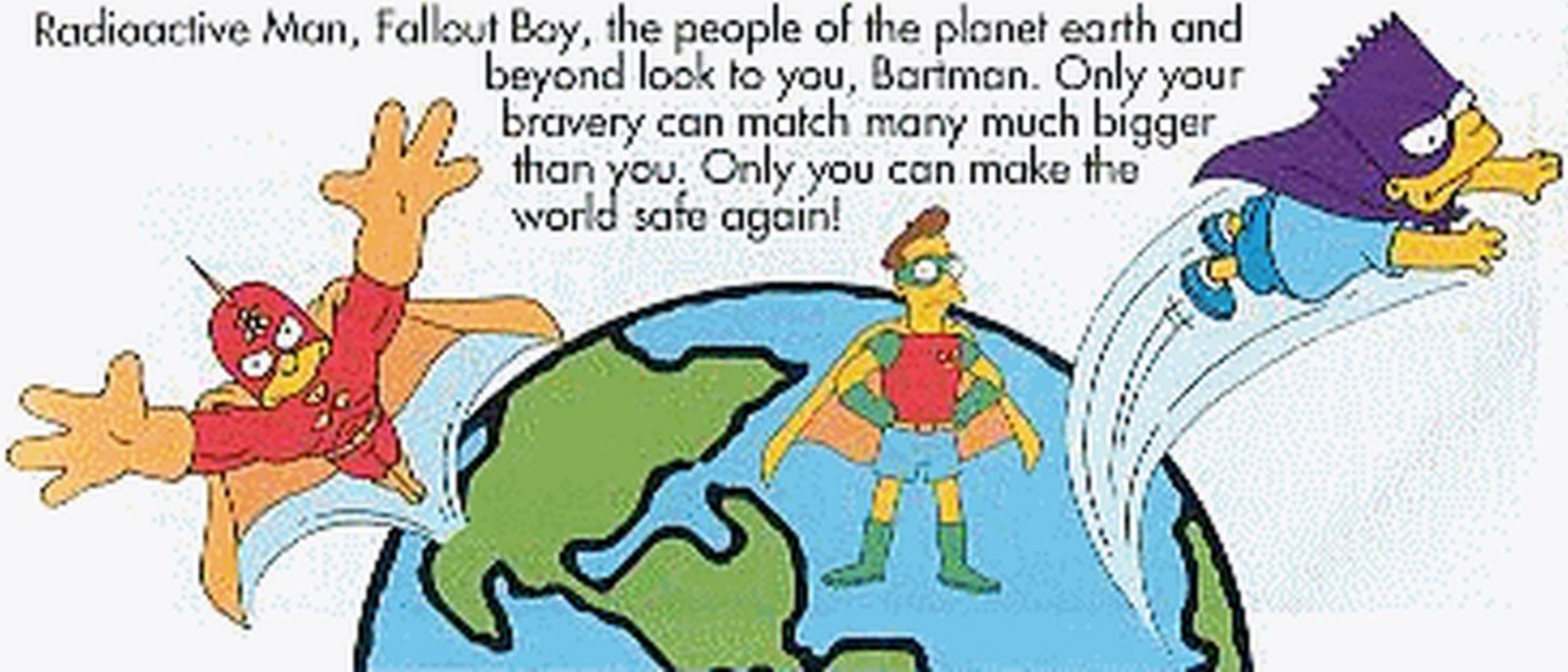
CONTINUES

Even Mighty-Heroes need help! Lose all your lives and you will get 2 continues. When you see the continue screen, use the LEFT and RIGHT CONTROL PAD ARROWS to select "YES" to continue or "NO" to end the game. To confirm your selection, press the A, B, or START BUTTONS.

MAKE THE WORLD SAFE AGAIN!

With Radioactive Man edging ever closer to the eternal oblivion of a black hole, things look bleak. The only hope is one caped fourth grader... Bartman! Take out the Swamp Hag! Uppercut Dr. Crab! Show your unshakeable cool in the 1000° caverns of Lava Man! Against Brain-O The Magnificent, team-up with Radioactive Man. Prove to all that you are a Mighty-Hero!

Radioactive Man, Fallout Boy, the people of the planet earth and beyond look to you, Bartman. Only your bravery can match many much bigger than you. Only you can make the world safe again!



NOTES:

CONCEPT, PROGRAM AND AUDIOVISUALS BY IMAGINEERING INC., GLEN ROCK, NJ

CONCEPT AND DESIGN
Barry Marx
Dan Kitchen
Roger Booth
W. Marshall Rogers

PROGRAM AND DESIGN
Chung S. Lau
Shen Jian Long
Roger Booth
Bill Janoff

GRAPHICS AND DESIGN
Glen A. Schofield
Gregory A. Faccone

ADDITIONAL PROGRAMMING
Joseph A. Moses
Chris Will

ADDITIONAL GRAPHICS
Mike Sullivan
Raymond Bradley

MUSIC ARRANGEMENTS
Mark Van Hecke

PRODUCER
Dan Kitchen

Dedicated to the Memory of Tom Heidt

NOTES:

NOTES:

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HEY KIDS!

It's Chaos in Krustyland...

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...rats have invaded the Fun House. It's up to you to lead the little varmints to the traps manned by Bart and Homer. Then we blast 'em, laser 'em, and KRUSTERIZE the little stinkers in the wackiest Simpson adventure yet.

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